

AGE OF WORMS

VOLUME 5

VOLUME 5

A Campaign Log for the Age of Worms Adventure Path



Campaign Began: November 25th, 2023

Final Session Was: TBD

DUNGEON MASTER: Hank Woon

[Pathfinder Wiki](#)

[Wikipedia](#)

PREVIOUS SYNOPSSES AVAILABLE

All synopses, past and future, will no longer be updated on Media Fire. They will now all be available in this Dropbox folder:

[Nerd Folder](#)

CHAPTERS

Chapter Eleven: *Tears for Twilight Hollow* by Christopher Perkins & Angel Leigh McCoy

Chapter Twelve: *The Library of Last Resort* by Nicolas Logue

CAMPAIGN RECAP

Two weeks of grand festivities unfolded in honor of the party's heroics at the Championship Games. Statues were commissioned, and the adventurers were hailed not only as the new Champions of Greyhawk but also as its saviors and the ones who thwarted the cataclysmic event known as The Age of Worms.

Amid the celebrations, memories of a peculiar side quest resurfaced. During their earlier travels in Greyhawk, the party had been tasked by Hagar the Fair to investigate a rival merchant. The merchant's stock of unusual crystals had raised suspicion, leading the group to uncover a MIND FLAYER ship hidden deep within the forests outside the city. Their discovery revealed a grim truth: the mind flayer and its minions aboard the ship were enslaved by the NEOGI, a vile species using human captives as living power sources for their vessel in the absence of a SPELLJAMMING HELM. The neogi were trading these mysterious ASTRAL SHARDS to the merchant in exchange for more slaves.

Despite their desperate attempts, the neogi had failed to find a way off the planet, and their notes mentioned a promising lead -- "TWILIGHT HOLLOW." Eligos, an ally of the party, had promised to investigate further, and now, his research bore fruit. Twilight Hollow, a small town on the Savage Coast north of the Chultan Peninsula, appeared to hold the key. Rumor suggested that a human female paladin named Sharna, residing there, either knew of or possessed a spelljamming helm.

The need for the helm had grown urgent. Through the campaign's unfolding lore, the party had learned of the ancient dracolich DRAGOTHA, the first of its kind, created by Kyuss. Long ago, the Storm Druids had executed a desperate gambit to steal Dragotha's phylactery, a vessel housing the lich's soul. This self-sacrificial act decimated their order but forced Dragotha into retreat. Bereft of his leadership, Kyuss's armies fell, allowing the forces of good to defeat Kyuss and prevent his ascension to godhood.

The party's investigation of the WHISPERING CAIRN had granted Leif, their druid, a critical revelation -- a map, later transcribed for the Chultan House, marking the location where the Storm Druids had hidden the phylactery. However, this site lay beyond the boundaries of their world. To reach it, they would need to convert their ship, The Rock Bottom (a prize seized from Ebon Triad smugglers at Saltmarsh) into a spelljamming vessel.

Now, their path was clear: travel to Twilight Hollow, locate Sharna, and secure the spelljamming helm. Only then could they venture into the stars to destroy Dragotha's phylactery, the linchpin to his immortality. With the phylactery destroyed, the adventurers could return to Faerûn and face Dragotha himself, ending his threat once and for all...

CHAPTER ELEVEN

T E A R S F O R T W I L I G H T
H O L L O W



CAMPAIGN UPDATE

As I write this, it is now December 1st, 2024. We just completed our 13th session this weekend (52 hours), and have now been playing just over a year!

There are only 4 chapters left to go in this campaign, with a potential follow-up super module if the players want to continue (that will still only last 2-3 extra sessions).

In the meantime, we have shed a few players over the course of the year. Two players were one-and-dones (Heather & Rory), which is perfectly fine as I've said from the beginning that players can come and go as they please.

But four other longer-term players have also jumped ship. Justin, who played Dallen last campaign and Shellyshagg this campaign, works as an HVAC installer and starting in June his job got super busy, which kept him away for about 4 sessions in a row. Tim (who played Pirg Goblinlover, Krag the Many Named, and Augustus last campaign and Leif this one) dropped out after Justin decided that he was too far behind and still too busy to come back.

Likewise, Ray (Coten) and his son Jonathan (Tarator) are from Justin's other gaming group, and they all just started a new campaign this fall that Ray is DM'ing, which Justin & Tim are playing in (they meet once a week). And that's on top of the campaign Justin has also been running once a week.

However, we still have the fearsome foursome to see this campaign through to the end: Emmerson (HeyYou), Mike (Damia), Travis (Corvus), and Yuzu (Raava). So with that all being said, let's begin Act Three of **The Age of Worms Adventure Path!**

Initializing World...

Corvus joined.

Raava joined.

HeyYou joined.

Damia joined.



DUNGEON MASTER

Reminder of where we're at: After defeating Ebon Triad smugglers in Saltmarsh, your group took possession of their ship. You are now on the hunt for a SPELLJAMMING HELM so you can fly to the stars in search of the phylactery of Dragotha – Kyuss's dracolich general. If you destroy it, it will make him vulnerable. It was secreted away long ago by the Storm Druids (Leif, the party druid, discovered the location in the WHISPERING CAIRN). During your time in Greyhawk, you discovered a clue from a nest of neogi who were also looking for a spelljamming helm ... they spoke of a paladain named SHARNA and a village called TWILIGHT HOLLOW. Eligos has now found the location of this place, so you are going to head there to see if you can get the spelljamming helm from her.....

The party hops aboard The Rock Bottom and sails north...





The party finds a safe place to anchor offshore and takes the rowboat to land, venturing into the Cloak Wood. They eventually come upon a quiet little village... Twilight Hollow...



VILLAGER

Hello, friends. You arrive during ill times...



DAMIA

What might be ill about these times?

VILLAGER

Our heroic paladin, Sharna, has been murdered!

DAMIA

Well, that takes care of my second question. Where at?

VILLAGER

Outside of the village. Out priestess knows more...



DAMIA

Where is she?

VILLAGER

At the temple.

With that, the group heads into the village...



CORVUS

Nice pigs.



VILLAGER

Thanks! Raised 'em meself!

DAMIA

I think I found the temple.



CORVUS

Greetings. What's happened here?



ANDRESS

Oh, please do not be alarmed. I have cast a spell on her so her remains will not decompose.

DAMIA

Speak with dead?

ANDRESS

I have tried. Also, *resurrection*, but something evil has her soul...

DAMIA

Hmmm.



CORVUS

Do you know any details about what happened to her?

ANDRESS



ANDRESS

She and her squire rode out of the village two weeks ago to destroy a vile hag in Twilight Valley. Her horse returned with her body. That's all we know. There is no sign of her squire, or his mount...

DAMIA

Sounds like a vile hag still needs destroying.

ANDRESS

You are quite brave to propose such things. Sharna was a very powerful paladin... What brings you to Twilight Hollow?

CORVUS

We're looking for a spelljamming helm.

ANDRESS

I'm sorry, I cannot help you with a spelljamming helm...

The group realizes they must investigate the hag if they want any hope in recovering the helm...

HAG

Who dares enter my realm?



HAG

Have you come to offer me a sacrifice?



HEYYOU

HeyYou nods.

The conversation quickly turns to battle...

HAG

hehehehahahaHAHAHAHA! YOU ARE ALL DOOMED!

DUNGEON MASTER

She waves her hand, dropping an *invisibility* spell, revealing several trolls surrounding you!





During the battle, Corvus, using his gauntlet-enhanced strength (and a Fate Point), shoves the statue of the hand over onto a group of trolls!



CORVUS

By Crom!

After the battle, a ghost suddenly materializes...



SQUIRE'S GHOST

You have avenged me...

CORVUS

Can you tell us what you know?

DAMIA

Where is the helm, squire?



SQUIRE'S GHOST

Andress told my mistress, Sharna, about a vile hag in this valley. We promptly came, but it was a trap... Andress wanted us dead... Andress betrayed us and all of Twilight Hollow... She learned that beneath her temple, the whole reason it was built, was to sanctify and conceal an ancient evil under the ground of the village... She discovered it and its power and was corrupted... She knew Sharna was a danger, so made a deal with the hag to get us out of the way... There is a terrible undead creature beneath the village that has taken Sharna's soul... please, destroy the evil beneath the village and free my mistress's spirit!

CORVUS

It's now on my to-do list, don't worry.

But first, they head back to the village and get some food and sleep at the Double Bolt Inn...



CORVUS

Orga, you are beautiful!

ORGA THE BEAUTIFUL

I get off shift in one hour.

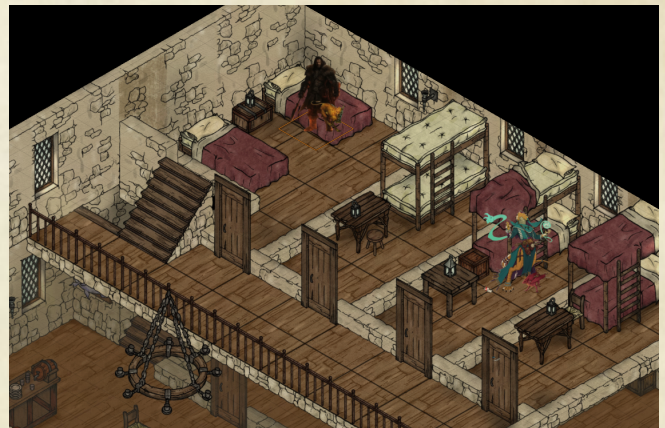


RAAVA

Ehhhh....?!

CORVUS

I'll be asleep by then. Maybe next time.



The following morning, they head back to the temple to confront Andress...



HEYYOU

Kick over a brazier. “LUUUCYYYY... You got some splainin’ to do!”

But they find it empty...

HEYYOU

Hmm. This is more peaceful than I anticipated.

CORVUS

We may need to find a way under the temple.

HEYYOU

Search for secretses.

They find a secret passage under the altar...

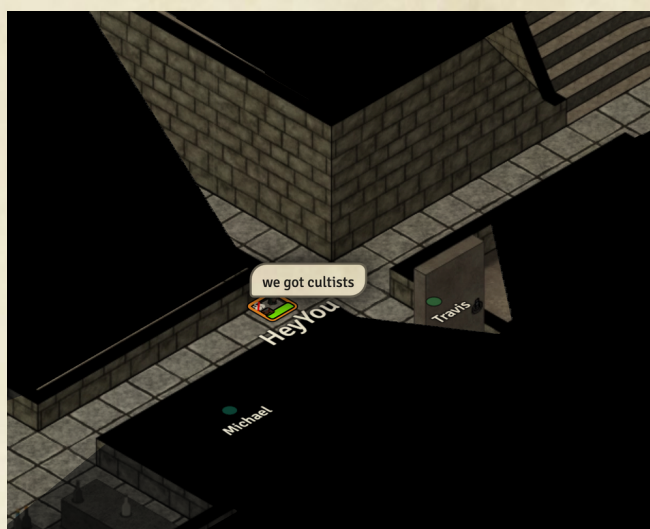
DUNGEON MASTER

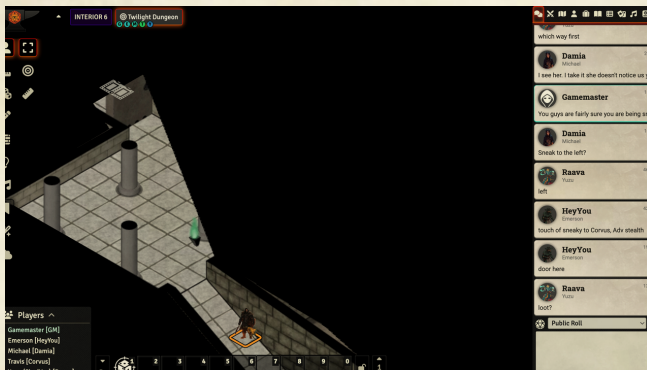
It slides aside easily, revealing stone stairs descending into the earth. Looks like a natural cavern below...

The head down...



They begin to cautiously explore the ancient temple...





They then come upon a fomorian!

CORVUS

Anyone have a Baby Ruth?

HEYYOU

lol





They very quickly after come upon a bone devil!



Raava and HeyYou discovered how effective the combo of her Ring of the Ram and his Booming Blade is, turning the bone devil into bone dust!

Continuing on, they soon confront Andress and several cultists, along with a powerful form of undead known as a devourer—a sinister entity that traps the souls of those it kills!



ANDRESS



The group manages to sneak around above the balcony upon which Andress stands, but before launching their surprise attack, they decide to open a nearby chest... which proves to be a big mistake! Rather than treasure, they trigger an alarm – a loud, keening wail – that alerts Andress and the cultists, giving them time to regroup down below.



HEYYOU

I'll leap down into the blood fountain.

DUNGEON MASTER

SPLASH! Roll a Con save!

HeyYou rolls: $1d20 + 1 + 1 = 2 + 1 + 1 = 4$

HEYYOU

glug

DUNGEON MASTER

You hear the whispering of a thousand voices like NEEDLES IN YOUR BRAIN. YOU ARE DRIVEN TO KILL KILL KILL MAKE THEM SUFFER!!! ATTACK CORVUS!

CORVUS

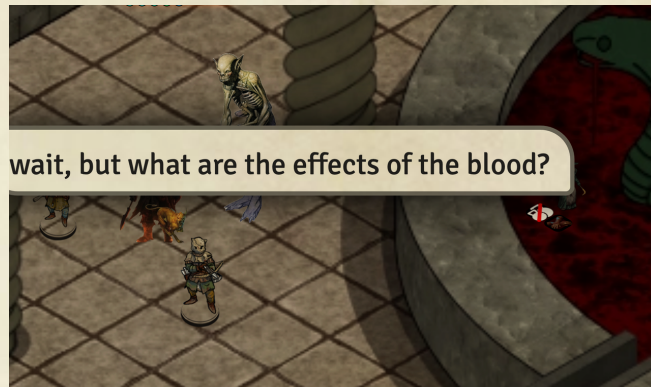
But we're best friends (sad eyes at HeyYou).

HEYYOU

HeyYou rises out of the blood, dripping, and stalks forward.

DUNGEON MASTER

KILL HIM HE MUST SUFFER DIE DIE DIE



wait, but what are the effects of the blood?

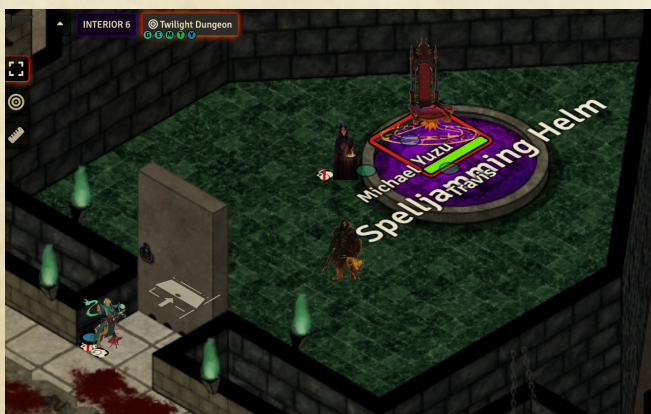
HeyYou manages to break free from the curse, and Corvus uses his horn of Valhalla...



But during the fighting, Andress uses her magic to cause a tidal wave of blood to leap out of the fountain, drenching all of them... and while Corvus and HeyYou made their saving throws... the summoned barbarians did not, and so turned on them!

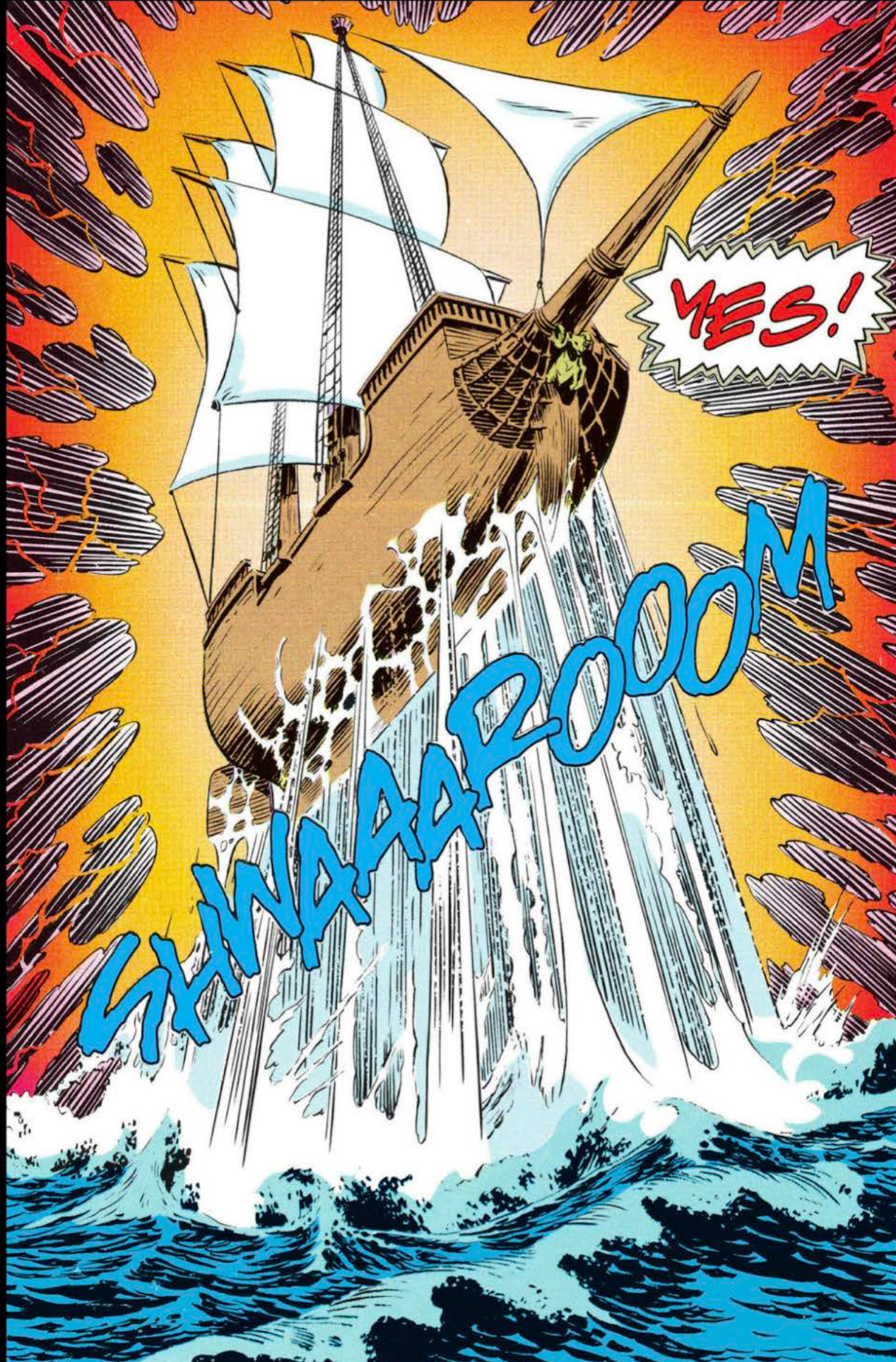
The battle was harrowing, but at last the four heroes managed to cast down their enemies, destroying the devourer and freeing Sharna's soul!

They continued their search and at last found the spelljamming helm!



Returning to The Rock Bottom, the heroes then set out into space... and that's where we left off... until next time!





YES!

WAAAROOOM











CHAPTER TWELVE

T H E L I B R A R Y O F L A S T
R E S O R T



Initializing World...

Corvus joined.

Raava joined.

HeyYou joined.

Damia joined.



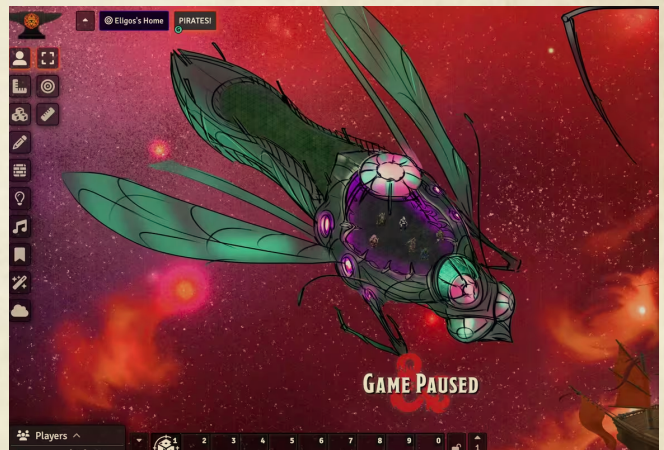
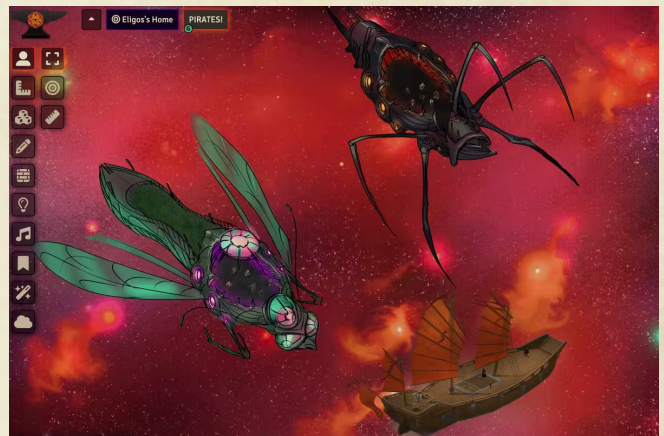
DUNGEON MASTER

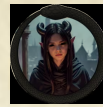
You are now sailing the stars! You are looking for an Astral City for one Mr. Flumphernickle, who, according to Leif's notes, knows where the last of the Storm Druids are. But you must first navigate to the city!

Corvus takes control of the ship, and rolls for navigation and random encounters...



Soon after passing a pod of astral whales, they are attacked by pirates!





DAMIA

What kind of skill does manning catapults take?

DUNGEON MASTER

Same as a ranged attack.

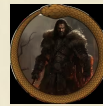


HEYYOU

Scurry to the catapult!

DAMIA

To launch HeyYou?



CORVUS

Yeah, let's go catapult!

HeyYou scrambles onto the arm and Corvus fires her to the ship on the left!





The battle rages. Damia and Raava's fireballs turn out to be a real game changer! But soon, the ship on the right pulls up and begins to board!



Finding himself surrounded, Corvus uses Blinky – his animal companion – to teleport to the top of the mast.



They start to climb up after him...



CORVUS

Can I use my hand axe to slide down the sail like Errol Flynn...?

DUNGEON MASTER

Roll Athletics.

Corvus rolls: $1d20 + 5 + 0 = 18 + 5 + 0 = 23$

DUNGEON MASTER

You slide to the bottom, right past them!

HEYYOU

Cool. Do the “Ah ha HA!” sound.

CORVUS

Hahahah!!!

DUNGEON MASTER

Hey, you, GUUUYYYYSSSS!!!

HEYYOU

AWESOME.

It doesn't take long for them to clean up the rest of the pirates and continue on their way...

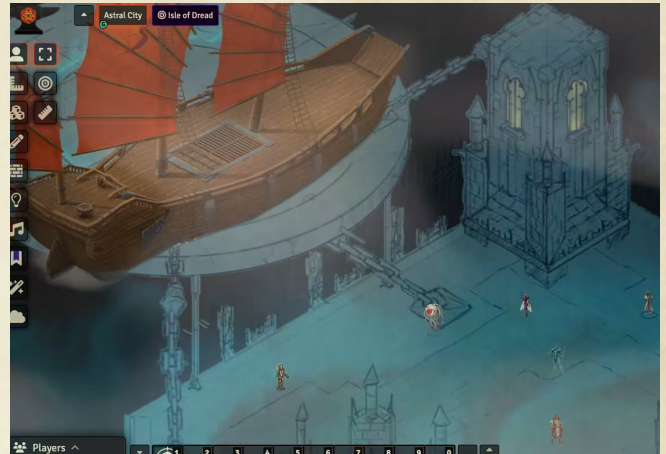


DUNGEON MASTER

Eventually, a city appears in the distance, floating in the blackness of space, growing larger as you approach...



They land at the city, which they find is filled with travelers from many worlds, and guarded by BIONOIDS.



BIONOID GUARD



RAAVA

Hello.

CORVUS

Hello, Tin Man. Do you know Flumpernickle?

E-3T0

The name does not ring a bell, flesh man.

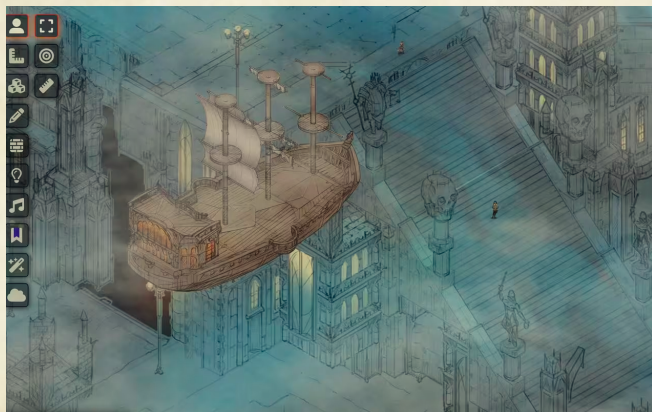
The group travels through the city, searching for Mr. Flumpernickle...



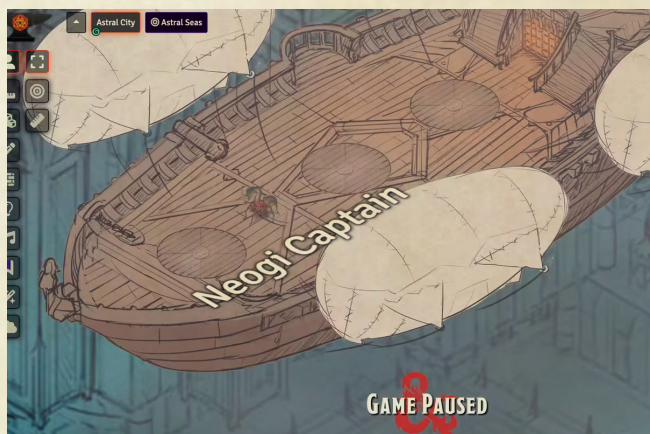
Soon they stumble upon a merchant who has, among other things, a Vorpal Greatsword... that they unfortunately can't afford.







From an age undreamed of...





20 @finska

Jim (Art) Finska

"SCRO", AKA SPACE ORCS



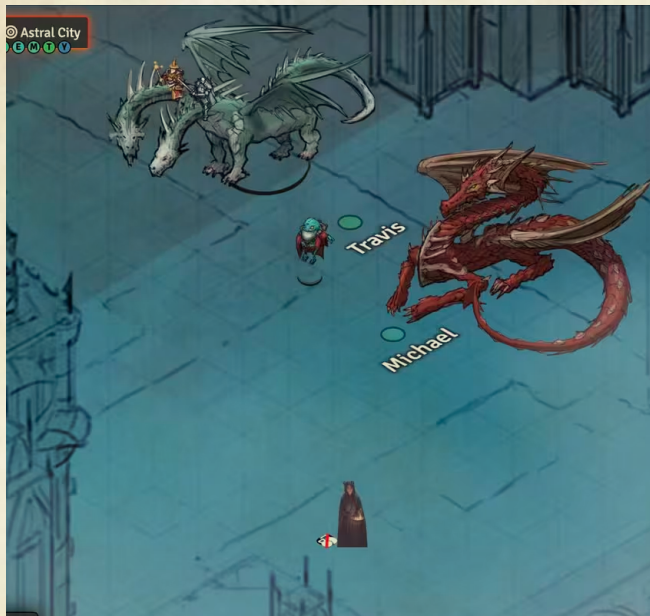
The group comes across a pair of dragons...

RAAVA

Greetings.

VELETEGENERAX

Hello, dragonborn.



They ask the dragon if they know where they might find Mr. Flumphernickle, and the dragon suggests they search the southern quadrant of the city. It isn't long after that they find him, and ask about the Storm Druids...



MR. FLUMPHERNICKLE

Storm Druids... that sounds familiar... OH! Yes, the Astral Twins performed for them last year! You should ask them where they are.

DAMIA

Where are the Astral Twins?

MR. FLUMPHERNICKLE

In their theater, preparing for their next show, no doubt. It's through the tavern behind me.

They head inside...





They soon stumble upon a peculiar fellow...

GYGAX

Hello! Want to try my new game?



RAAVA

Who are you?

GYGAX

You can call me Gary!

CORVUS

Gary Gygax! Can you sign my great sword?

DUNGEON MASTER

He signs it.

CORVUS

Sweeet.

GYGAX

You look like you're on a quest. Here, take these...

DUNGEON MASTER

He hands you a handful of strange polyhedron dice, made of some strange material you've never encountered. There is a d4, a d6, a d8, a d10, a d12, and a d20.

GYGAX

Be careful – you can roll each one only once!

GARY'S DICE

Each die may be rolled only once for one of the following benefits, determined upon rolling:

The roll = x25,000 gp

The roll = x25 damage for one attack

The roll = x1 Fate Point



Armed with their new dice, the group then heads into the theater to find the Astral Twins...



HeyYou tries to sneak into the backstage, but the beings spot her...

ARCANE 1

Who are you?

ARCANE 2

Oh, she's perfect.

ARCANE 1

Hmm...

ARCANE 2

Don't you agree?

ARCANE 1

Maybe...

ARCANE 2

You there, little one, front and center.

ARCANE 2

I sense a great performer in you.

HEYYOU

I do my own makeup.

ARCANE 2

Perform.

ARCANE 1

Yes, perform.

DAMIA

I'm not sure that little goblin can dance.

HeyYou rolls: $1d20 + -1 + 0 = 17 + -1 + 0 = 16$

HEYYOU

TA DAAAAAAA! (I remove my mask and do jazz hands in the air.)

CORVUS

lol

DUNGEON MASTER

They raise hairless eyebrows.

ARCANE 1

Not bad.

ARCANE 2

Yes, not bad.

ARCANE 1

Okay, you may stay.

ARCANE 2

What have you come seeking?

DAMIA

The last Storm Druid.

ARCANE 1

Ah, the Storm Druids.

ARCANE 2

We performed for them last year.

ARCANE 1

They were wonderful hosts.

ARCANE 2

Yes, very gracious.

DAMIA

Great! Can you point us to where they are?

ARCANE 2

The journey to them is complicated...

ARCANE 1

Complicated, yes.

ARCANE 2

But we can show you the way.

ARCANE 1

We can show you.

DAMIA

Yes. Show us, then.

ARCANE 1

Very well.

ARCANE 2

As you wish.

HEYYOU

I like these folks.

CORVUS

Twins creep me out.

ARCANE 1

You must take the gate when you get there.

DUNGEON MASTER

There's a BRIGHT FLASH, and SUDDENLY....



DUNGEON MASTER

...you find yourselves here.

DARL QUETHOS

This is as far as you go. We will not allow you to reach the Storm Druids. We will recover Dragotha's phylactery ourselves for the Ebon Triad!

NED THE NILBOG

Hahahahahaha!!!

CORVUS

Hey, it's Ned.

DAMIA

Oh, I hate that Ned.

DUNGEON MASTER

Roll for initiative!



The battle begins!





Eventually, HeyYou delivers a killing blow to Ned the Nilbog!

DUNGEON MASTER

OOOHHHHHH, POOR NED!!! A BLADE THROUGH THE HEAD! NOW HE'S DEAD!

HEYYOU

I put his skewered body into my bag.

Soon after, HeyYou points excitedly at Darl's right hand... THE HAND OF VECNA!

CORVUS

I'll try to chop off his hand.

DUNGEON MASTER

I'll allow it if you roll a crit.

Corvus rolls: $2d20k10 + 5 + 3 = 20 + 5 + 3 = 28$

DUNGEON MASTER

CRIT! Unbelievable... THE HAND OF VECNA IS LOPPED OFF!

CORVUS

Whoa...

HEYYOU

Good job!

DUNGEON MASTER

He howls in rage and pain!

***After the battle, HeyYou CHOPS his own hand off...

HEYYOU

I thrust my bloody stump onto the hand!

DUNGEON MASTER

For a moment, it's like your bone and skin and flesh and muscle melt, like candlewax, over the Hand of Vecna... you feel a coldness run up your arm and straight into your heart... and then, it is done.

After the battle, the group heads through the stargate...



HEYYOU

I like their ship.









WILD WATCHER

We have been expecting you.



WILD WATCHER

Hyskosa foretold of your coming millennia ago. We know why you have come.

DAMIA

And will you help us?



WILD WATCHER

We will help you fulfill your destiny by handing over the phylactery of Dragotha. The only way to destroy it is by casting it into the Black Hole of Oblivion. Hyskosa foretold that only you would be successful in this task.



After they accept their task, they head to the Black Hole of Oblivion – and something monstrous emerges!



Damia fearlessly grabs the phylactery and climbs into the catapult while HeyYou tries to pilot the Rock Bottom closer. Corvus fires, and Damia barely whisks past the monstrous entity that grasps for her... she hurls the phylactery into the abyss and MIST STEPS back to the ship just as – KABOOM! An enormous explosion hurtles them away!

After this epic conclusion, the group heads back to Faerun, to the Isle of Dread, where the Storm Druids told them Dragotha dwelled...



Before heading to the main island, they decide to gather supplies at the village of Usi...



After stocking up, they headed back to The Rock Bottom, prepared to sail north to the infamous island and find the lair of Dragotha... and that's where we left off... until next time!





















AGE OF WORMS

ISLE OF DREAD

THE ISLE OF DREAD

A Campaign Log for the Age of Worms Adventure Path

Joshua

Initializing World...

Corvus joined.

Raava joined.

HeyYou joined.

Damia joined.

When we last left off, our brave heroes had traveled to the Isle of Dread to search for the lair of Dragotha...



DAMIA

Hello!

LELANO

Hello! Welcome to Panitube! One of the last stops – though not the only one – before the Isle of Dread! Are you colonists from Sasserine?



CORVUS

Is there a discount for colonists...?

LELANO

Haha, no way!



LELANO

Most end up dead so they aren't good for repeat customers.

DAMIA

Hey Lelano, do you know which direction the Isle of Dread is from here?

LELANO

Due north! But, uh... you're not really thinkin' a goin', are ya?

CORVUS

We assumed the name Isle of Dread was tongue in cheek. Is it really that bad?

LELANO

Well, uh, let's just say most don't come back.

The players opt to sail around the coastline.

THE ISLE OF DREAD

The Isle map began obscured with fog of war, with one hex being erased at a time. Each hex explored forced a 1d20 roll from each player. If any rolled a natural 20, that player would then roll another d20 – the result of which equaled damage each character suffered from malaise and exhaustion. In addition, each hex called for a random encounter roll. A 1:6 resulted in a battle. Short Rests called for another, with 2:6, and Long Rests 3:6. They wound up taking two Short Rests, one of which resulted in a random encounter.



Eventually they reach the top of the island and disembark. They quickly get into a series of random encounters...



COVRUS

There's a blue one, we should be fine. Just need to hold out my hand...



COVRUS

Whelp, I opt for suicide. It's been fun, guys.



DUNGEON MASTER

Damia, go!

DAMIA

Whisper at Big Linda.

————— [3/22/2025, 12:07:17 PM] Damia
Dissonant Whispers LIMITED 1st Level • Enchantment
 You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save. **At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Dungeon Master rolls: $1d20 + 1 = 1 + 1 = 2$

DAMIA

FLEE!!!

DUNGEON MASTER

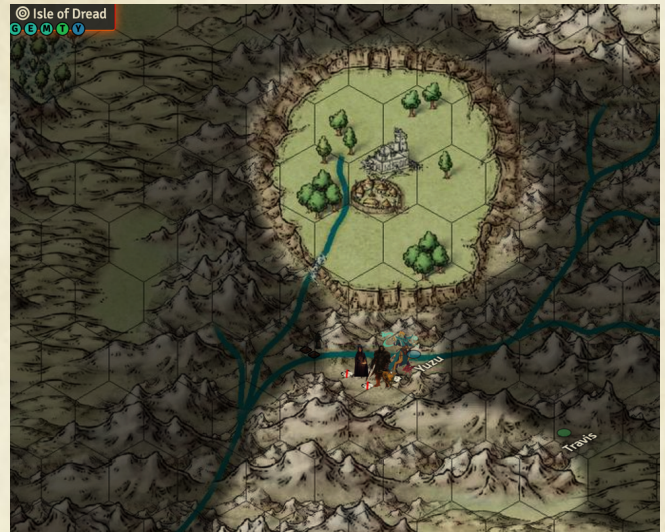
FAIL! Big Linda flees!



HEYYOU

That was awesome. I try not to listen when Damia talks.

After exploring the northern corner of the island, they realize they cannot go any further because of an imposing mountain range. They get back in their ship and sail around to the south, and then travel north. Raava eventually discovered a passage through the mountains, leading to a hidden valley...



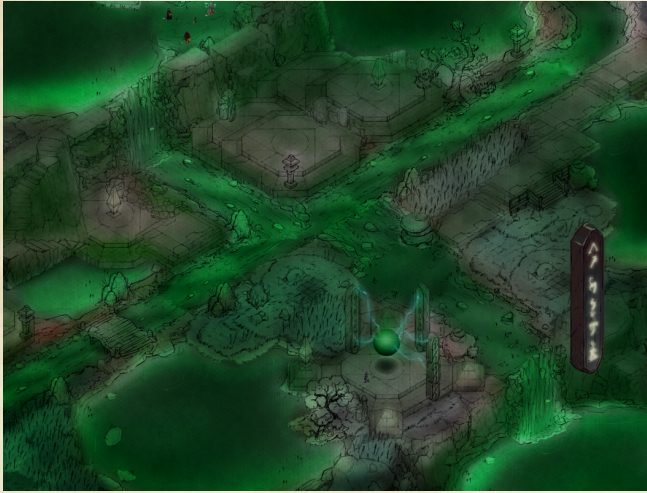
SPIRIT OF KYUSS

I have been expecting you.

HEYYOU

Yes, I can see that you've put away the silver.





CORVUS

Don't do it, HeyYou.

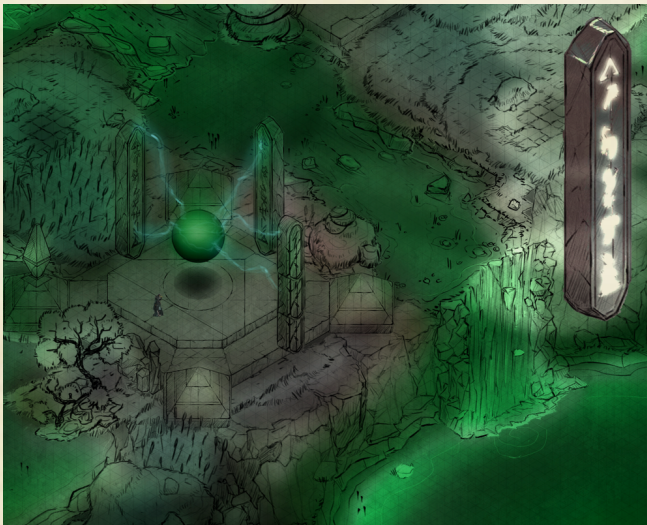
HEYYOU

HeyYou feels hand twitch.

HeyYou decides against it...

SPIRIT OF KYUSS

Very well... then continue and face your destiny.



DRAGOTHA

FOOLS! THINK YOU CAN DESTROY ME?!

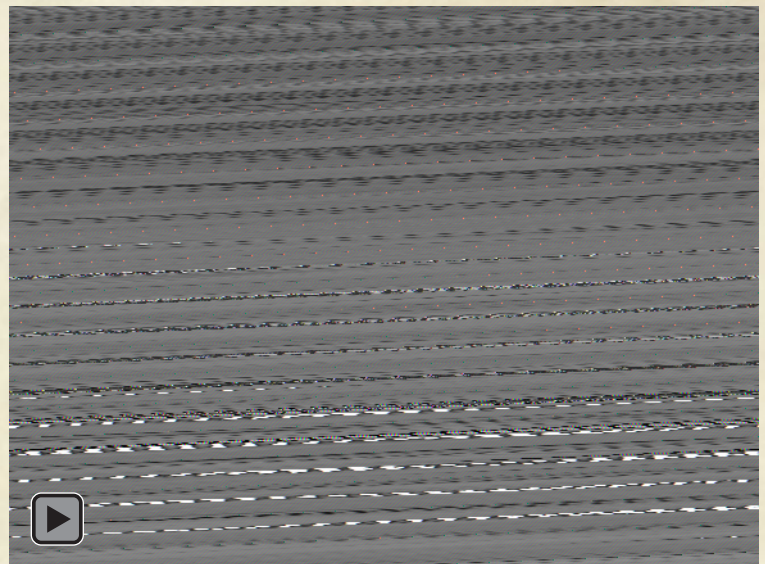


DAMIA

Well, then you probably know we've come to end you.

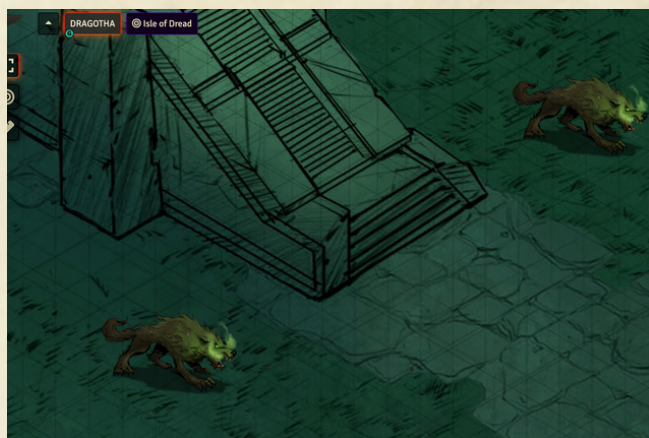
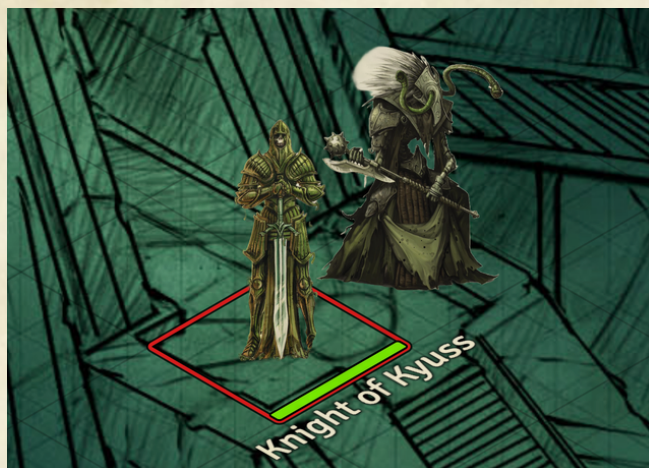
SPIRIT OF KYUSS

I have already ended. My spirit lies locked far from this place... I am but an echo of what I once was. A shadow. But know this, mortals – nothing can stop my return. It has been foretold. The Age of Worms is upon us... I know you have come to destroy Dragotha. I offer you one last chance to join me.



HEYYOU

That thing is scary.



The players wisely decide to call in some reinforcements! The Horn of Valhalla, and 2 Legendary Allies – the Marut and the Cat Lord!





The marut uses its **JUSTIFY** ability to send the Aspect of Kyuss and the Harbinger to Concordance for summary judgment, then delivers immense damage to Dragotha...



DUNGEON MASTER

The marut flies up to Dragotha. It has 2 attacks that **AUTOMATICALLY** hit for 60 hps each!

DAMIA

Dayum...



Thanks to clever tactics, the two **Legendary Allies**, and the liberal use of Fate Points and Gygax Dice, the players manage to claim victory!

After the battle, they sail back to Greyhawk, arriving several days later. Once they walk through the gates, they are immediately greeted by a familiar face...



RAYLEN

I knew you would be back soon. After you destroyed Dragotha, I sensed it.

DUNGEON MASTER

Who remembers Raylen? He joined you for the Championship Games, as you might recall.

HEYYOU

Hi... uh... you!

CORVUS

Oh, yeah. Raylen. Totally.

DAMIA

Time to party? A parade in our honor, perhaps?

RAYLEN

I supposed I should admit my duplicity. I am actually Dallen Yadwrick, creator of the Chultan House and Demon Lord of Occipitus.

HEY YOU

Demon lord...

RAYLEN

Don't let that scare you. I'm actually a nice guy.

HEY YOU

HeyYou nods.

RAYLEN

I will let you in on a little secret... I sent you to Saltmarsh, because I knew you would discover the Ebon Triad. You see, I needed this all to play out in a certain way. I knew the Ebon Triad was preparing a powerful ritual, here in Greyhawk, to siphon enough energy from blood magic to finalize the return of Kyuss. The final sacrifices were at the Championship Games... I know I let you think the Age of Worms was averted, but actually, the spell and ritual were completed... I have been using my powers to stall Kyuss's return. Why? I wanted you to destroy Dragotha first. But now, I will release him. But don't worry, that's where you come in.

HeyYou

OH. Good. I was going to worry for a second there.

RAYLEN

My true intention is to subvert his ascension to godhood for myself, but in order to do that, and rise to godhood, I need you to destroy him. So, without further prattle prattle...

DUNGEON MASTER

The sky above Greyhawk turns dark. A shape rises from the arena... THE AGE OF WORMS BEGINS!!!



CORVUS

Uh... this complicates things a bit.

The heroes, being the heroes that they are, rush to battle Kyuss, The Worm That Walks!

They summon Tash, their Legendary Ally, and use more Gygax Dice to destroy Kyuss! After Kyuss is brought low, Raylen – aka Dallen – appears, gives a wink, and vanishes in a brilliant flash of GOLDEN LIGHT!







Isle of Dread

FINAL BATTLE

CORVUS

Fun campaign! Thanks for inviting me and showing infinite patience!

HEYYOU

GG, all. See you around.

DAMIA

GG



RAAVA

Thanks.

And with that, The Age of Worms campaign drew to a close!

CAMPAIGN BEGAN: November 26th, 2023
CAMPAIGN FINISHED: March 22nd, 2025
TOTAL SESSIONS: 16
TOTAL GAME HOURS: 64

ACT ONE

CHAPTER ONE / *THE SINISTER SECRET OF SALTMARSH* (Level One)
CHAPTER TWO / *OLD MAN KATAN AND THE INCREDIBLE EDIBLE DANCING MUSHROOM BAND* (Level One)
CHAPTER THREE / *NIGHT OF THE WALKING DEAD* (Level Two)
CHAPTER FOUR / *HORROR'S HARVEST* (Level Two)
CHAPTER FIVE / *THE WHISPERING CAIRN* (Level Two)
CHAPTER SIX / *THE FORGE OF FURY* (Level Two)
CHAPTER SEVEN / *THE THREE FACES OF EVIL* (Level Three)

ACT TWO

CHAPTER EIGHT / *THE HALLS OF HARSH REFLECTIONS* (Level Three)
CHAPTER NINE : *TALES OF GREYHAWK* (Level Four)

- The Neogi Nest
- Bladestar
- To Find a Cat
- Legerdemain
- Earthshaker
- The Riddle of the Library
- The Dancing Hut of Baba Yaga
- The Four Coins

CHAPTER TEN: *THE CHAMPION'S BELT* (Level Five)

ACT THREE

CHAPTER ELEVEN : *TEARS FOR TWILIGHT HOLLOW* (Level Six)
CHAPTER TWELVE: *THE LIBRARY OF LAST RESORT* (Level Seven)
CHAPTER THIRTEEN: *THE ISLE OF DREAD* (Level Eight)
CHAPTER FOURTEEN (Level Nine): *A NEW DAWN*

Finished campaign as Level 10 characters.

So, as always... until next time!























THE
CITY
OF THE
DEAD!

WHAT
AN AWESOME,
MAGNIFICENT
PLACE...AND YET
SO EERILY
STILL.

ONE
COULD WELL
IMAGINE THE
UNDEAD LURKING
AROUND ANY
CORNER!

IMAGINATION
IS THE WORD FOR
IT! YOU'RE JUST
LETTING THE
NIGHTTIME
SPOOK YOU!

AGE OF
WORMS